



**STAR  
WARS**  
**GALAXIES™**  
TRADING CARD GAME

EVERYONE 10+  
**E**  
Mild Blood  
Mild Fantasy Violence  
ESRB CONTENT RATING www.esrb.org  
Online Interactions  
Not Rated by the ESRB

THE SHADOW SYNDICATE

  
LUCASARTS

**SOE**  
SONY ONLINE  
ENTERTAINMENT

# The Shadow Syndicate Campaign

The Rebel Alliance uses any means to move supplies beneath the notice of the Galactic Empire. Swoop racers transport their teams from planet to planet, providing a cover for Rebel movements. The Falleen prince Xizor owns a transport company looking to sponsor a swoop team. His Black Sun agents investigate Alliance activities so Xizor can reveal them to the Emperor. Xizor focuses on star driver Kimmi Chyler, who hired Dash Rendar to provide transport.



## Dark Side Campaign: Expose the Traitors

The Empire suspects that the Rebel Alliance is using swoop racing to move supplies and personnel secretly from planet to planet. The Imperial Security Bureau believes that Dash Rendar, the famous Corellian smuggler, is the key to this Rebel operation. He has hired out his light freighter Outrider to provide transport for famous swoop racer Kimmi Chyler. You will be working alongside Imperial officers, Sith lords, and even Prince Xizor of Black Sun to expose Dash Rendar as a Rebel traitor. Along the way, you will battle against swoop gang thugs, Bothan spies, Rebel troops, smugglers, and a young Jedi named Luke Skywalker.



## Scenario 1: Delivery for Captain Rendar

*Find out what cargo Dash Rendar is carrying at the swoop race on Lok.*



Captain Jeffren Brek from the Imperial Security Bureau contacts you to arrange a meeting. A few days later, you arrive at the Imperial outpost on the planet Lok. Brek escorts you to a briefing room, where holodisplays illustrate the situation he presents to you.

'Here are vids of Rendar speaking with known Rebel operatives,' says Brek as he clicks through a series of incriminating holos. Then he shows a young female swoop racer accepting a trophy. The smuggler is providing transport for Kimmi Chyler's swoop racing team. The first race is the Lok Marathon, just outside of Nym's Stronghold right here on Lok.'

Brek provides you with datafiles on Rendar and Chyler, including the swoop race itinerary for the current season. You discover that Rendar is fond of a sickly sweet pastry called Smuggler's Delight. Developing a cover story for a courier service, you make your way to the landing pad where Rendar's ship, the Outrider, is located.

The pilot and his repair droid stand working at an open access panel. 'Delivery for Captain Rendar,' you announce. 'We aren't expecting any... hey, is that Smuggler's Delight?' asks Rendar. You say, 'I'll just put this inside,' and walk into the ship's cargo hold. You see an open crate of Rebel-issue body armor as you set the box down.

Then you pull your weapon and walk out to face Rendar, saying, 'You are transporting military supplies. You're a part of the Rebel Alliance, and a traitor.' Rendar innocently holds up his hands and says, 'I'm just here to transport Chyler's racing team.' The repair droid drops a hydrospanner with a clang. At that moment, Rendar quick-draws his blaster and the firefight begins.





Dash Rendar is not the kind of smuggler who dumps his cargo and runs, and he's handy with a blaster. The fight turns into a stalemate, and you decide that you've found out what you want to know. The Corellian pilot retreats into his ship, and you make a break for it.

You return to the Imperial outpost and report to Captain Brek. 'I could have taken him out,' you say, 'But I figured you'd want to know what I found.'

'Just as we suspected. Rendar is transporting supplies for the Rebels. Good job returning with the information. If you'd gotten killed in the firefight, we'd never have known for sure,' he says. 'The swoop races have moved on to Rori. Meet with Namman Cha there and he'll provide your next assignment.'

## Scenario 2: No Trouble

*Impersonate a swoop racer to identify Dash Rendar's Rebel contacts.*

At a secluded location on Ron, moon of Naboo, you meet with the Sith lord Namman Cha. An imposing figure clad in dark crimson robes, Cha examines you for a moment. Perhaps he is probing your mind. His tattooed face is impassive and his eyes have an eerie reddish glow.

'From time to time,' he begins, 'I am tasked by the Emperor to work with the Imperials.' He says this as if he has a bad taste in his mouth. 'As I have shadowed Rebel movements in this sector, I see more and more of this Corellian pilot, Rendar, with each passing day'

The Sith sighs heavily. 'I'd prefer to simply destroy him, but we need you to discover who his Rebel contacts are.' Cha hands you a racing outfit and helmet. 'Your cover identity will be a rookie swoop racer. Get close to Rendar and find out who his contact is. Then report back to me.'

The next day, you are at the track for the Narmle Memorial Rally. Dressed in your racing leathers and carrying your helmet, you look for Kimmi Chyler's team. 'Are you the rookie?' asks a woman's voice from behind you. When you turn around, you see Kimmi Chyler sizing you up. She smiles and says, 'Try not to get in my way' Then she turns and walks away. She returns to her swoop and the rest of her team. There, you see Dash Rendar.

You follow Rendar when he leaves the track. Behind one of the grandstands, he gives a package to a Zabrak wearing a long duster. 'Do you guys work for a racing team?' you ask as you approach, with one hand on your weapon.

'I'm here to watch the race, friend, just like you. I don't want any trouble,' says the Zabrak. You recognize him as an Alliance officer. 'No trouble at all. Major Bhan? I think you're here to smuggle for the Rebels!' you say as you draw your weapon and attack.



Coret Bhan may be a major in the Alliance, but his combat skills are as good as any Rebel soldier in the field. You have him pinned down, but it'll be too dangerous to try to kill or capture him now. You remember what Namman Cha wanted from this mission, so you decide to disengage.

When you meet again with the Sith lord, he is pleased with your report. 'The Major? I've heard of him more than once,' says Namman Cha. 'If he's involved, this is a larger operation than I originally thought.' The Sith pauses in thought for a moment. 'The next race is on Talus. Go there and find Lonay, he's a Vigo from Black Sun. Tell him I sent you.'



### Scenario 3: A Better Card

*A Black Sun Vigo wants you to exact his revenge for a sabacc game loss.*



When you arrive at Nashal on Talus, the Twi'lek Vigo Lonay is not hard to find. Gambling at the casino, drinking at the cantina, or dining at a fine restaurant, Lonay's passion seems to be spending credits.

The Vigo's bodyguards make a wall in front of him when you approach. 'He don't want to talk to you,' one of them says. 'Namman Cha sent me,' you say, looking for Lonay's reaction. The Twi'lek raises an eyebrow and parts the wall of thugs. 'Easy boys,' he says. Come on friend, let's talk.'

Sitting across the table from Lonay, you see that he has bumps and bruises on his face, head, and arms. 'I've had a recent... setback at the sabacc table,' he begins. 'The cheater that took my credits still needs to be taught a lesson. You want the job?' Lonay gives you a look that shows he can be dangerous when crossed. 'Yes, Vigo,' you respond. 'Good. If Cha recommends you, you'll get the job done. The Corellian woman, Kimmi Chyler. Show her what it means to embarrass a Vigo.'

You find Kimmi at another cantina, dressed in an evening gown. She is playing sabacc again, and still winning. You wait patiently until she leaves. Following her into an alley you say, 'I have a message for you from Vigo Lonay' Then you pull your weapon.

Kimmi doesn't seem to recognize you. She also doesn't seem to be afraid. 'You're going to kill an unarmed woman?' she asks. Then she drops her handbag. She rises with a hold-out blaster in her hand. 'There's always a better card on top of the deck,' she says. This is going to be harder than you thought.





Kimmi Chyler handles herself in a firefight almost as well as she does at the sabacc table or the track. The battle becomes deadlocked, and eventually she escapes to her swoop and races away into the night.

When you tell your story to Lonay she turned tail and ran, barely escaping with her life. 'You took her down a notch!' laughs Lonay. 'Listen... I want you to go to Corellia and meet with Jix. He's one of the other racers who'd love to see Chyler crash and burn in the next race. Just like me!' The Vigo laughs again, and so do his bodyguards. It seems you've pleased Vigo Lonay enough that he won't put a death mark on you, so it's time to take your leave.





#### Scenario 4: Secret Meeting

*In the crystal swamp of Agrilat, you find Dash Rendar talking to a Bothan spy.*



The crystal swamp of Agrilat on Corellia is the site of the next swoop race. When you find Jix and his swoop racing team, they are more like a gang than a bunch of gearheads. When you tell him about working for Lonay on Talus, he nods his head. Sure, I want to win this race, and if something happened to Chyler, that would help my team,' he says. 'Tell you what... you're hired as a mechanic. Get some gear from one of the guys and go snoop around her swoop. It's got some illegal modifications, I'm sure of it.'

You're not concerned with Lonay's vendetta or Jix's victory in the Agrilat race. However, working for Jix you can find out more about Rendar's smuggling operation. The Imps and that Sith will welcome anything you can give them on the secret Alliance activities going on.

You secure the welding goggles that came with your mechanic's outfit. You hope that Chyler and Rendar won't recognize you. As you approach the pit area, you see that she is out doing test laps on her swoop. Rendar is there, and for the moment, nothing seems suspicious.

When Rendar leaves the pit alone, you follow him. He walks along the track until he gets to a turn called the Sink Hole. You have to duck when he looks around to see if anyone is watching. Then he goes into the swamp. At a desolate, secluded location, he meets with Koth Melan, a member of the Bothan Spynet.

You overhear Melan say, 'There are agents of the Empire here on Corellia. We must be careful.' He gives Rendar a datapad, which the Corellian examines closely. 'In fact,' adds the Bothan, raising his carbine, 'There is one watching us.' Then he aims right at you. You wonder if Bothans are strong in the Force as you dive for cover.



During the battle, the Bothan is wounded. You hear Melan say to Rendar, 'I said, go on! Get away if you can. I'll be alright.' The Coreellian stops for a moment, and then runs for the race track. You choose not to follow and approach Melan, who throws up his hands in surrender. 'The Empire will be glad to have you in custody,' you say. Melan says nothing as you place him in binders.

In a few hours, you're transferring the Bothan spy to Captain Brek in the city of Bela Vistal. 'Good work,' he says. 'There have been new developments. I've been in touch with Black Sun, and arranged for you to meet with Skahtul on Tatooine.'



## Scenario 5: The Trap is Sprung

*Join forces with a Barabel bounty hunter to track down Luke Skywalker.*



The last swoop race of the season is at Mos Espa on Tatooine. Long ago, major pod racing events were held there, but now only the swoops race. In a dark corner of a cantina in the city, you meet with your contact, the Barabel bounty hunter Skahtul. 'I have a contract from Xizor,' she begins. Her voice hisses through her many sharp teeth. The bounty is on Luke Skywalker.'

Skahtul pauses to await your reaction, and then continues. 'I have tracked him here to Tatooine.' A waitress approaches your table, and the Barabel bares her teeth to hiss at her. The waitress drops her tray and runs away. Skahtul continues, 'Xizor Transport Company is providing several large sand barges from which spectators can watch the race. I will kill Skywalker when he arrives aboard Xizor's personal barge.' She looks at you and adds, 'With your help, of course.'

The luxury sail barges are thirty meters long, and accommodate dozens of passengers. Only the finest criminals from Tatooine are aboard Xizor's barge, dressed in their most expensive clothes. The Vigo holds court on the elevated rear deck. Xizor's assassin droid Guri stands by his side and eyes the crowd carefully.

Finally, you spot Skywalker, moving quietly toward the aft of the barge. Skahtul steps in front of him, armed with a heavy blaster pistol. 'At last, Skywalker, we meet,' she hisses. Women scream and criminals scatter out of the way. Skywalker says, 'Your attempts to track me down have succeeded. However, this will not end the way you expect.' With a snap and a hiss, his lightsaber ignites. You suspect he has lured you into a trap, and not the other way around.





Every time you gain the upper hand, Skywalker leaps aside or swings his lightsaber in a deadly arc and the battle begins anew. An errant blaster bolt hits the steering vane for the sail barge, and it slowly careens out of control. Screaming passengers cling to any available railing as the barge crashes to the desert surface.

You and Skahtul are thrown aside, landing in a dune nearby. When you regain your feet and look around, there is no sign of the Jedi. 'It's not over between me and Skywalker,' says Skahtul. 'We fought him to a standstill, despite his Jedi tricks and lightsaber,' you tell her. 'Only the crash of the sail barge enabled his escape.'

